

b r i a n p o p e

address:
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323-683-2247
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skills:
Creative writing/directing, visual effects and 3D animation,
photography, graphic design, artist/programmer liaison,
creative team management.

education:
Maine Media Workshops, Rockport, Maine Fall 2007
Yale University, New Haven, Connecticut 1984-1988
Northside High School, Ft Smith, Arkansas 1980-1984

work:

last rocket out pictures

Los Angeles, CA 2010-present

Writer/director, creative director: Last Rocket Out is my own company under which my first directorial endeavors are about to be released. It is also the company through which I'm developing my first feature film. During the development phase I'm also doing visual effects consulting and freelance effects work as an Autodesk Flame artist, but my efforts are primarily aimed at fashion, musical and dance-oriented performance work and feature development.

dot/feather imaging

San Francisco/Los Angeles, CA 1998-2005

Production Artist/Animator: An evolving set of partnerships and collaborations (under many names) by which I and my business partner worked as freelance artists, working on digital matte paintings, 3D modeling and animation, and motion graphics. Clients include Industrial Light and Magic, Silicon Gaming, Macromedia, Entasis, ZDTV, Animated Architecture (video wall for the 1996 Olympic Games)

Industrial Light and Magic

San Rafael, CA 1997-1998, 2001

Digital Matte Painter: Painted and animated 'nebula sequence' for Tim Burton's 'Planet of the Apes'. Pre-visualization and Look Development Artist, Matte Painter, Animator: Various 2D and 3D digital paintings and animations, sequence design and location photography for motion pictures including 'Deep Impact', 'Mercury Rising', 'X-Men', Tim Burton's 'Superman', 'Star Wars Episode I: The Phantom Menace'. Projects required extensive liaison with company clients as well as commercial/film directors and producers.

Rocket Science Games

San Francisco, CA 1994-1996

Modeled, textured and animated characters, spaceships and screen graphics for two PC games, 'Space Bar' (various alien characters designed/supervised by legendary production designer Ron Cobb) and 'Ganymede' (designed/animated advanced military player/computer interaction graphics).

KFVE-TV Channel 5

Honolulu, HI 1990-1994

Promotions Director: Designed and implemented all promotional campaigns for programming, sales and special events; wrote radio and television copy; hired, trained and directed talent; placed all media buys; directed client logo and product placement and display, designed and implemented company logo and graphics packages for print, radio and TV advertising. Also: public speaking engagements; extensive client liaison.

Arms Control Association

Washington, DC 1988-1990

Interned and then stayed on to do research support for nuclear arms policy advisors and analysts. I was also a contributing writer and researcher for news relating to the ACA's highly respected journal, Arms Control Today.

Yale University

New Haven, CT 1985-1988

Minority Student Recruiter: Oversaw outreach program for Native American students considering application to Yale University. Visited predominantly Native American high schools throughout the West for public speaking engagements as well as individual student advising. Worked as liaison with the Yale University Admissions Board to advise on Native American recruitment efforts.